

Resume Rutger Stegenga

Profile

I am Rutger Stegenga and I am an artist with 8 years of experience in game development. I've worked in many areas of game development, including: modeling, texturing, lighting, interfaces, shaders and particles. I also have a strong technical knowledge of game engines. I'm a team player with a heart for games who likes to cross boundaries. I'm capable of leadership, as well as creating and managing technical & artistic specifications like art documentation and style-guides. My experience and high motivation make me an ideal game artist who delivers both artistic and technical aspects within the game development process.

Name	Rutger Stegenga
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Email	info@rutgerstegenga.nl
Portfolio	www.rutgerstegenga.nl
Nationality	Dutch
Date of Birth	November 28th, 1985

Work experience

2015 - present	Little Chicken Game Company <i>Amsterdam, The Netherlands</i>	Art Director
2012-2015	Little Chicken Game Company	Senior Artist
2008-2012	Little Chicken Game Company	Junior Artist
2007	MyCom Computer Store	Salesman
2003 - 2004	Magnetique	Web Designer
1999 - 2007	Various student/holiday jobs	Barkeeper, store employee, electrical engineer, salesman

Education

2005 – 2009 HBO Bachelor	Game Design and Development <i>Hogeschool voor de kunsten Utrecht</i>	Diploma 2009
2004 – 2005 MBO Education Level 4	ICT Application Developer <i>ROC Flevoland</i>	Diploma 2005
2002 – 2004 MBO Education Level 3	ICT System Administrator <i>ROC Flevoland</i>	Diploma 2004
2000 – 2002 VBO-C	Electrician Engineer <i>Echnaton</i>	Diploma 2002

Certifications

2004	Cisco Systems: Networking Basics	Certificate 2004
2004	Aries Server + Essentials	Certificate 2004
2002 - 2003	Aries PC Maintenance & Repair: Operating Systems	Certificate 2003
2002 - 2003	Aries PC Maintenance & Repair: Hardware	Certificate 2003
2003	ECDL – European Computer Driving License	Certificate 2003

Software experience

Development:

- Autodesk 3D Studio Max
- Allegorithmic Substance Painter & Designer
- Pixologic zBrush
- Adobe Photoshop
- Adobe Illustrator
- Shader forge
- xNormal

Game Engines:

- Unity
- Unreal Development Kit
- Valve Source Engine, Hammer Editor
- 3DVIA Virtools

Additional tools:

- Adobe After Effects
- SVN, Tortoise version control

Management tools:

- Scrumwise
- Atlassian Jira

Languages

Dutch Native language

English Good verbal and written

Hobbies

- Gaming
- DJ & Producing Music, including live performing, editing, remixing and creating tracks.
- Fitness

Projects / Game titles - Little Chicken Game Company

Year	Project	Platform	Main role
2016 - present	Aviation Empire Platinum, KLM	iOS & Android	Art Director
2015 - present	Yoshinami	iOS & Android	Art Director
2015	Craft	PC	Art Director
2015	Jets, KLM	iOS & Android	Senior Artist
2014	Coach 4 Life, Nierstichting	iOS & Android	Senior Artist
2014	SXPD, David Perry	iOS & Android	Senior Artist
2013	Aviation Empire, KLM	iOS & Android	Senior Artist
2013	Minecart Madness, Little Chicken	iOS	Senior Artist
2013	Solar Challenge, Swiss Re	iOS & Android	Senior Artist
2012	Craft, Kenteq	PC	Senior Artist, UI Artist
2011	Raveleijn, Efteling	Web	Junior Artist, UI Artist
2010	Lorena Ochoa Golf	Nintendo Wii	Senior Artist
2010	The Explorer and the mystery of the diamond scarab	Nintendo Wii	Senior Artist
2010	Death Chase	Mobile	Junior Artist
2010	Tipping Point	Web	Junior Artist
2009	Subsurface (3DVIA Virtools 5 Techdemo GDC '09)	PC	Junior Artist
2009	Caravan Game, BP	Web	Junior Artist
2008	AMB IT	Web	Junior Artist
2008	Trac Challenge 2, Vredestein	Web	Junior Artist
2008	Lay's Sunflower Race	Web	Junior Artist
2008	Postbank/ING Vakantie Banen Spel	Web	Junior Artist
2008	Ises	Web	Junior Artist
2008	Medical Investigators	Web	Junior Artist, UI & Video Production
2007	Urban Jungle Driving, Volkswagen	Web	Junior Artist

Assets made for the Unity asset store

Year	Product	Platform
2014	Green World Fantasy Art Package	PC
2013	Mobile Water Shader	Mobile
2013	RPG Themed Interface	All
2012	Futuristic Interface	All
2012	Warfare Interface	All
2012	Platform Jumper	iOS